

Name: Elaine Froehlich
Grade: Secondary Grades

District: Smithtown CSD
Area: Speech-Language Pathology



Between the Lines by Hamaguchi (\$15.99)

CCLS Standards Addressed:

Speaking and Listening 1: Engage effectively in a range of collaborative discussions with diverse partners on grade level topics, texts and issues, building on others' ideas and expressing their own clearly.

Speaking and Listening 4: Present claims and findings, emphasizing salient points in a focused, coherent manner with pertinent descriptions, facts, details and examples, use appropriate eye contact, adequate volume and clear pronunciation.

Speaking and Listening 6: Adapt speech to a variety of contexts and tasks, demonstrating command of formal English when indicated or appropriate.

Language 3: Use knowledge of language and its conventions when writing, speaking, reading or listening.

Language 5: Demonstrate understanding of figurative language, word relationships, and nuances in word meanings.

Location of app: <https://itunes.apple.com/us/app/between-the-lines-advanced-hd/id574685561?ls=1&mt=8>

Description: This app is designed for adolescents and adults who need practice interpreting vocal intonation, facial expressions, body language, and idiomatic or slang expressions. Real photographs, voices and short video clips are used in a variety of social situations and expressions. Exercises are organized around three objectives: 1. Listening and facial expressions: The student hears a voice speak a sentence. The narrator then asks, "Who said it?" The student is shown photos and must choose the correct facial expression that matches the voice. 2. Body Language and perspective: A short video-clip is shown that depicts a social interaction/situation. The student must select the response that matches the facial expression/body language demonstrated. 3. Expressions (slang and idioms): A short video-clip shows a character speaking an idiomatic or slang expression. The student must choose what the expression means. The app also has three reward games that can be enabled or disabled, depending on the teacher's preference.

Incorporation explanation:

I would use this app as both direct instruction and reinforcement of skills with students on my caseload who present with social pragmatic language deficits and have English as a second language. I would use this app to improve understanding of sarcasm, slang, and idioms, perspective taking, as well as understanding and use of non-verbal language and/or social cues. A fun follow-up activity would be to have students record themselves re-enacting some of the scenes. Lastly, this app can be used as a parent resource for home use.